SNS-VH-USA

Dig & Spike VOLLEYBALL™

INSTRUCTION MANUAL

HUDSON GROUP
HUDSON SOFT®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Thank you for adding **Dig & Spike Volleyball** to your library of Super NES games. You have just made the perfect choice by selecting this quality Hudson Soft title.

In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your Dig & Spike Volleyball Game Pak in perfect operating condition.

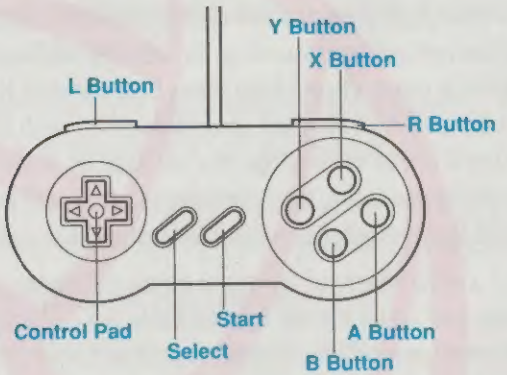
1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on our Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

AT THE NET

Dig & Spike Volleyball gives you two exciting worlds to choose from: the action-packed International Circuit or the wet and wild Beach Volleyball set! The choice is yours! Choose from teams based around the globe to compete in six-man Pro Volleyball competitions. Or, grab the latest in sun-wear and slug it out on some of the greatest beaches in the world. Whichever choice you make, the action and intensity will keep you riveted to the hottest sports simulation available for the video game arena!

You also get a wide variety of selections as you determine the style of serves, spikes and saves! Use the Tutorial Mode to familiarize yourself with all of the control possibilities. Find the style that's right for you and take on a world of competitors! Or, take on a friend in the 2-player mode. You can even play with your friend on your team as you take on all comers! The action won't stop until you dig and spike your way to the grand finals! Win there and be crowned the ultimate volleyball champion!

CONTROLLER FUNCTIONS



The controls are the same for beach volleyball and 6-man volleyball.

A button: For underhand serves, receiving the ball (open attack), spiking, and blocking.

B button: For floater serves, receiving the ball (normal attack), spiking, and blocking.

X button: For jump serves, receiving the ball (delayed attack), feinting, and blocking.

Y button: For drive serves, receiving the ball (quick attack), spiking, and switching the number of blockers.

L and R button: Controlling the direction of set-ups, moving players in back, directing blocks.

Start: Displays option screen.

Select: Displays the scoreboard, and quits training.

Control Pad: Moves players up, down, left and right. Also directs aim of spiked ball.

RULES OF THE GAME

Before we begin with the video game descriptions, we thought you might like to know the real rules of the various volleyball games. Listed below are the major points from the regulation volleyball rules. We have incorporated most of these rules in the play of **Dig & Spike Volleyball**.

6-Man/Tournament Volleyball:

Scoring

- With the *SIDE OUT* point system, the serving team scores a point if they win the play. They also get to serve again for the next play.
- With the *RALLY* point system, whichever team wins the play scores the point, regardless of which side served.
- Even when using *SIDE OUT* scoring, the final set of a best-of-3 or best-of-5 match always uses *RALLY* scoring.
- You must win by at least 2 points, but when the score reaches 16-16, the next team to score wins the match.

RULES OF THE GAME

Rules Of Play

- If the ball lands out-of-bounds without touching an opposing player, it goes over to the other team.
- If the ball touches an opposing player before landing out-of-bounds, the ball goes to the team that last hit it.
- If the ball lands on the side, or end lines, it counts as in.
- When returning the ball, you're only allowed three touches (hits) to get it back over the net. A block, however, does not count as a touch.
- Every time a team loses a serve, the players rotate one position clockwise (facing the net) on their next turn at serve.
- You only get one chance at a serve. If you miss or hit the net, the ball goes over to the opponent.
- Any player on the court is allowed to set, spike, and so on. (But since different positions have different strengths, try to make the action fit the position.)

Substitutions

- Each team is allowed 6 substitutions per set. They can be taken all at once or separately.
- A starter can only be replaced once in a set. And he can only come in for the sub that replaced him.
- A sub can only be brought in once in a set.
- When a new set starts, the starting line-up goes back to what it was at the beginning of the match regardless of any substitutions made in the preceding set.

RULES OF THE GAME

Time Outs

- Each team is allowed two time outs per set.
- After taking a time out, the teams ability to serve, receive, jump, block, and spike is improved for one play. (So plan, and use your time outs carefully.)

Changing courts

Single-set match

- When starting from 0-0, the teams change sides when one reaches 8 points.
- When starting from 5-5, change when one team reaches 11 points.
- When starting from 10-10, change when one team reaches 13 points.

Best of 3 or 5 set match

- Teams change courts between sets.
- In the final set, teams change courts mid-way through, as described above for single set matches.

RULES OF THE GAME

Beach Volleyball

Scoring

- With the *SIDE OUT* point system, the serving team scores a point if they win the play. They also get to serve again for the next play.
- With the *RALLY* point system, whichever team that wins the play scores the point, regardless of which side served.
- Even when using *SIDE OUT* scoring, the final set of a best-of-3 or best-of-5 match always uses *RALLY* scoring.
- You must win by at least 2 points, but when the score reaches 16-16, the next team to score wins the match.

Rules Of Play

- The same as 6-man volleyball, except...
- Since there is no rotation, players can stand anywhere.
- The ball can be served from anywhere behind the service line.
- The two players on a team alternate serves.

Substitutions And Time Outs

- In beach volleyball, there are no substitutions and time outs.

Changing Courts

- Same as 6-man volleyball

6-MAN/TOURNAMENT VOLLEYBALL

1) 1 Player vs. COM. (normal mode): one player against the computer, one match only.
2) 1 Player vs. 2 Player (normal mode): one player vs. another player, one match only.
3) TRAINING: practice mode to learn or improve the operation of controls. *Serve*, *Spike*, and *Block* are for individual practice; *Joy Operation* is for group practice. SPECIAL NOTE: It is recommended that this mode be used to improve technique.
4) WORLD CUP (with back-up): For one player only. You choose one team from a choice of eight. You then play the other seven teams in turn. All matches are best of 5 sets, each set starting from 5-5; scoring is by the side out system, except for the 5th set, which switches to rally (point). This has the highest level of difficulty of all the modes.

Starting The Game

1 PLAYER vs. COM

1) **Choosing Teams And Setter System.** First, choose the team you wish to play, then pick the team you wish to play against. All teams are different. They have their own strengths and weaknesses. For team descriptions, see *TEAMS*. Then choose the setter system. With only one setter in the back, you have a slight disadvantage on defense, while with two setters you sacrifice a little offensive power since you have one less attacker at the net.
2) **Choosing The Number Of Sets.** Move the cursor to indicate whether you want the *Match* to be single-set, best-of-3, or best-of-5.
3) **Choosing The Point System.** Under the *Side-out* system, only the serving side can score a point. Under the *Rally* point system, it does not matter who served, one side or the other scores every time.
4) **Choosing The Starting Point.** In addition to playing a full set (0-0), you can choose to start at 5-5 or 10-10.
5) **Coin Toss.** As the coin spins, press the A or B button to see who will get the choice of service or receive. If you get the toss, and select to serve, the COM selects on which side to start (Left or Right). If The COM wins the toss, and selects to serve, you have the choice on sides.

1 PLAYER vs. 2 PLAYER

Same as 1PLAYER vs. COM. Players take turns at changing and choosing options.

TRAINING

1) Select what you wish to practice.

Serves: Hitting the ball over the net in the beginning of the point. First select how many balls you wish to hit (10, 15, or 20). Then select whether to practice from the left side or the right side.

Spike: Hitting the ball over the net in a downward direction to score a point. First select how many balls you wish to hit (10, 15, or 20). Then select whether to practice from the left side or the right side.

Block: Jumping up to block an opponent's spike. First select how many balls you wish to block (10, 15, or 20). Then select whether to practice from the left side or the right side.

Joy Operations: Learning the different types of spikes. Select the side to practice on. Select the type of spike. Follow the screen directions to learn the spike.

WORLD CUP

New: Starts new season with no record.

1) Select Team.
2) Select setter system. With only one setter in the back, you have a slight disadvantage on defense, while with two setters you sacrifice a little offensive power since you have one less attacker at the net.

Load: If you have a team and record on the battery back-up, you can choose LOAD and continue your season where you left off.

1) 1 Player vs. COM. (normal mode): one player against the computer, one match only.
2) 1 Player vs. 2 Player (normal mode): one player vs. another player, one match only.
3) 1 Player and 2 Player vs. COM: Players 1 and 2 play together against the COM.
4) World Challenge (with back-up): Compete against the best volleyball players from around the globe. You choose one team from a choice of eight. You then play the other seven teams in turn.

Starting The Game

1 PLAYER vs. COM

1) **Choosing Teams And Setter System.** First, choose the team you wish to play, then pick the team you wish to play against. (All teams are different. They have their own strengths and weaknesses.) For team descriptions, see *TEAMS*. Then choose the setter system. With only one setter in the back, you have a slight disadvantage on defense, while with two setters you sacrifice a little offensive power since you have one less attacker at the net.
2) **Choosing The Number Of Sets.** Move the cursor to indicate whether you want the *Match* to be single-set, best-of-3, or best-of-5.
3) **Choosing The Point System.** Under the *Side-out* system, only the serving side can score a point. Under the *Rally* point system, it does not matter who served, one side or the other scores every time.
4) **Choosing The Starting Point.** In addition to playing a full set (0-0), you can choose to start at 5-5 or 10-10.
5) **Coin Toss.** As the coin spins, press the A or B button to see who will get the choice of service or receive. If you get the toss, and select to serve, the COM selects on which side to start (Left or Right). If The COM wins the toss, and selects to serve, you have the choice on sides.

BEACH VOLLEYBALL

1 PLAYER vs. 2 PLAYER
Same as 1PLAYER vs. COM. Players take turns at changing and choosing options.

1 PLAYER and 2 PLAYER vs. COM.
Join together with another player and play against the COM. Starting this mode is the same as 1 PLAYER vs. COM, except PLAYER 1 controls one person and PLAYER 2 controls the other.

WORLD CHALLENGE
New: Starts new season with no record.
1) Select Team.

2) Select setter system. With only one setter in the back, you have a slight disadvantage on defense, while with two setters you sacrifice a little offensive power since you have one less attacker at the net.

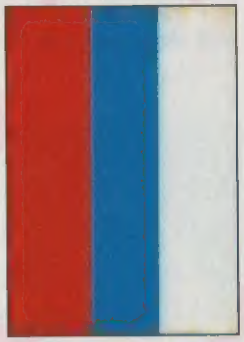
Load: If you have a team and record on the back-up, you can choose LOAD and continue your season where you left off.

TEAM DESCRIPTIONS

Cuba (CUB)

Not a tall team, but their jumping ability gives them the best offense in the world. Led by Despa, and their tallest player, Eran, they are hard to stop when they're hot. Good serving and blocking overall. Major weaknesses in receiving serves.

Confederation Of Independent States (CIS) (former Soviet Union)



With the tallest starting line-up, the best blocking team around. With their offense and defense considered average, they have to rely on big plays by their two aces, Oumin and Chere.

TEAM DESCRIPTIONS

USA

Back in championship form with the return of their power spiker Timms and star setter Stork from the team that took the gold in Los Angeles and Seoul. Bronze medal winners in Barcelona. No one player stands out—they're all good and can attack from anywhere on the court. Also have good depth—they don't lose anything by going to their bench. The jump serving of skinhead Sammy and Japanese-American Sito give them an added threat from behind the line. Though their blocking suffers from their lack of height, you can compensate for this with sheer guts and determination.

Italy (ITA)

There's no country where volleyball is more popular than Italy—they even have their own pro league. Led by international star Zoro, this team looked like it was headed for the top just a few years ago. But its promising young players just haven't matured as expected, and they could manage only a 5th place finish in Barcelona. They're plagued by a lack of consistency—hot one moment, cold the next. Look for Zoro and their other big star Bernar, along with team captain Luckett, to set up the offense and come through with the big plays.

TEAM DESCRIPTIONS

Netherlands (NED)

The Dutch have come out of nowhere in the last few years to join the ranks of the world's top teams. Known for their size (average height is over 6'6"), their offense and blocking are among the best of the 8 teams here. Their problems is receiving—try to handle this by using two setters: Selin and Blan. Mainstays of the offense are Zwayva and Post. Their tallest player Horse also comes in handy. Their silver medal in Barcelona created quite a sensation back in Holland.

Brazil (BRA)

Swept through the competition in Barcelona like a typhoon to capture the gold. And this young team hasn't even reached its peak yet. Its powerhouse offense, on a par with Cuba's, features the No. 1 setter in the world (Mauro), the back-court attack of its young star Negura, and the steady all-around play of Gova. Its blocking could be better, however, and the bench isn't all that deep.

TEAM DESCRIPTIONS

Japan (JPN)

With the glory days of the Munich Olympics a fading memory, this team just can't seem to match the size and power of its foreign rivals. They rely mostly on their traditional strength, receiving. Try to get the ball to their star Gichi, and use their big man, Take up front for blocking. Making the right substitutions is also important. 6th place showing in Barcelona may be the first sign of a possible comeback.

Algeria (ALG)

The No.1 team in Africa still finds itself struggling in international play. With 6 left-handers, including their star Kurno, they try to throw their opponents off-balance with guerrilla tactics. This team considers it a victory just to win a set—something they failed to do in the Barcelona Olympics, where they finished dead last of the 12 teams participating. They have nowhere to go but up.

NET NOTES

NET NOTES

WARRANTY

Hudson Soft USA, Inc. ("Hudson") warrants to the original purchaser of this Hudson Software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Hudson software program is sold "as is", without express or implied warranty of any kind, and Hudson is not liable for any losses or damages of any kind resulting from use of this product.

Hudson agrees for a period of (90) days to either replace, at its option, free of charge, any Hudson software product, postage paid, with proof of date of purchase, at its Factory Service Center.

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This warranty is not acceptable to normal wear and tear. This warranty shall be void if the defect in the Hudson software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER PRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HUDSON ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE (90) DAY PERIOD DESCRIBED ABOVE . IN NO EVENT WILL HUDSON BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS HUDSON SOFTWARE PRODUCT. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or conse-quential damages so the above limitations and/or exclusions of liability may not apply to you.This warranty does give you specific rights, and you may also have other rights which vary from state to state.

For questions, call
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